



## BLOOD

Snake • Male • Familiar



MOV COM RAN ARC MYT WND SAN

5/6 7/7 4/6 4/6 1 14 8

### COILS

COM • Base • Fatigue

### BITE

COM • Base • Bleed

### STRIKE

1 MYT

This model inflicts 1 WND on an enemy model in base contact or an unengaged enemy model within 4" and heals 1 WND.

### FAMILIAR

If within 8" and LOS of Dorothy or Mercy, they may channel ARC attacks through Blood. He becomes the point of origin for the attack but the witch's ARC statistic is used. This effect may only be used once per activation.

### BLOOD MAGIC

Friendly models within 8" may inflict 2 WND on this model to activate their Blood Magic abilities.

### CONSTRUCTOR

Enemy models engaged with this model have -1/-1 COM. If the enemy model tries to disengage this is increased to -2/-2 COM.

### CARVED RUNES

This model may re-roll the first ARC defence test it makes each turn.



40MM BASE